IN THE SPECIFICATION:

Please amend the paragraph at page 3 line 8 as follows:

The problems identified above may at least in part be solved by a system and method for using render bin parallelism in connection with scene graphs as described herein. In one embodiment, the system ~~generate~~ generates a parallel structure for the scene graph-based data. The parallel structure may include both objects and threads. Advantageously, the system may utilize a parallel structure for rendering and thereby avoid repeated traversals of the scene graph in its hierarchy (i.e., tree) form. This parallel structure may be implemented in an API such that it is effectively unseen by graphics application programmers, who ~~continues~~ continue to use the scene graph structure to create graphics applications.